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| --- | --- | --- |
| Project Design Document | |  | | --- | | *09/04/2022*  Bavo Knol | |

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| --- | --- | --- | --- |
| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *Chess piece* | | in this   |  |  | | --- | --- | | *top Down* | game | |
|  | where   |  | | --- | | *user input type* | | makes the player   |  | | --- | | *description of player movement.* | |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *No pieces* | appear | | from   |  | | --- | | *area(s) of the screen* | |
|  | and the goal of the game is to   |  | | --- | | *Kill the queen and king of the opposing team* | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *No sound* | | and particle effects   |  | | --- | | *No particle effects* | |
|  | [*optional*] There will also be   |  | | --- | | *description of any other expected special effects or animation in the project.* | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *description of gameplay mechanic,* | | making it   |  | | --- | | *effect of gameplay mechanic* | |
|  | [*optional*] There will also be   |  | | --- | | *description of any other gameplay mechanic(s) and their effect on the game.* | | |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 5 **User**  **Interface** |  | The   |  | | --- | | *score/lives/timer* | | will   |  | | --- | | *increase/decrease* | | whenever   |  | | --- | | *condition to change score/lives/timer.* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *BKchess* | will appear in the tab bar | | | and the game will end when   |  | | --- | | *The king and queen have both died* | |

|  |  |  |  |
| --- | --- | --- | --- |
| 6 **Other Features** |  | |  | | --- | | *It’s basically chess with some custom pieces like the clown and brute + the queen is weak* | |

# Project Timeline

|  |  |  |
| --- | --- | --- |
| Milestone | Description | Due |
| **#1** | |  | | --- | | * *Initial board done* | | |  | | --- | | *09/06* | |
| **#2** | |  | | --- | | * *All Pieces move and attack* | | |  | | --- | | *09/23* | |
| **#3** | |  | | --- | | * *Victory conditons made* | | |  | | --- | | *09/23* | |
| **#4** | |  | | --- | | * *Code deploys to Netlify* | | |  | | --- | | *09/23* | |
| **#5** | |  | | --- | | * *Dev tools made for testing* | | |  | | --- | | *09/25* | |
| **Backlog** | |  | | --- | | * *Prevent player from walking into check* * *Detect stalemates* * *For some reason Brute other turn thingy doesn’t work but it does for the rest* | | |  | | --- | | *Never lol* | |

# Project Sketch

Graphical user interface

Description automatically generated